

ROCKSTAR GAMES
PRÉSENTE

manhunt 2

An experiment at a secret research facility has gone catastrophically wrong. Daniel Lamb and Leo Kasper are the only surviving subjects. The Pickman Project will stop at nothing to hunt them down and stop the truth from getting out.

Une expérience qui se déroulait dans des installations secrètes a tourné à la catastrophe. Daniel Lamb et Leo Kasper sont les seuls sujets ayant survécu et rien n'empêchera les responsables du Projet Pickman de les pourchasser jusqu'à la mort afin que la vérité n'éclate pas au grand jour.

Demented screams echo around the dank asylum that has caged you for the last six years. You open your eyes. A white-coated body slumps to the floor through your shaking hands. A bloody syringe slips from your arm. Waves of confusion and paranoia crash over you. You have no idea who you are or how you got here.

Des cris déments résonnent autour de la cellule humide dans laquelle vous êtes emprisonné depuis les six dernières années. Vous ouvrez les yeux. Un corps vêtu de blanc glisse de vos mains tremblantes et s'affaisse sur le sol. Une seringue ensanglantée tombe de votre bras. La confusion et la paranoïa vous envahissent. Vous n'avez aucune idée de qui vous êtes et de comment vous êtes arrivé ici.

The door to your cell is open. One choice. One chance.
They took your life. Time to take it back.

La porte de la cellule est ouverte.
Un seul choix. Une seule chance.
Ils vous ont pris votre vie. C'est l'heure de la reprendre.

ROCKSTARGAMES.COM/MANHUNT2



UMD™
UNIVERSAL MEDIA DISC

1-Player

Memory Stick Duo™ 512 K

1 joueur

Memory Stick Duo™ 512 K

⚠ WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

⚠ AVERTISSEMENT : SI VOUS AVEZ DÉJÀ SOUFFERT D'ÉPILEPSIE OU DE CRISES SEMBLABLES, CONSULTEZ VOTRE MÉDECIN AVANT D'UTILISER CE JEU. CERTAINS MOTIFS POURRAIENT DÉCLENCHER DES CRISES MÊME CHEZ DES PERSONNES N'AYANT AUCUN ANTÉCÉDENT MÉDICAL. AVANT D'UTILISER CE PRODUIT OU POUR EN SAVOIR PLUS, VEUILLEZ LIRE LES INSTRUCTIONS.



MATURE

JEUNES ADULTES 17+

Blood and Gore/
Sang et carnage
Intense Violence/
Violence intense
Strong Sexual Content/
Scènes sexuelles osées

ESRB CONTENT RATING
CLASSIFIÉ PAR L'ESRB

www.esrb.org



ULUS
10280F

UMD™
UNIVERSAL MEDIA DISC



manhunt 2



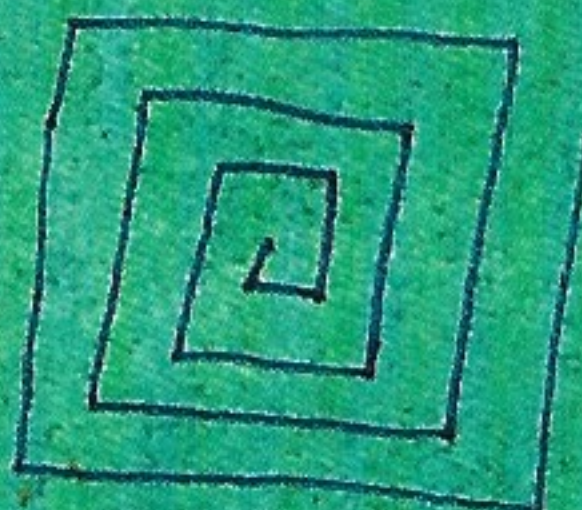
MATURE 17+
JEUNES ADULTES

CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB



CONFIDENTIAL

Received
JUL 1 2007



Received
Medical Examiner



Received
Medical Examiner

ULES-00756

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10/1/07
Inception
R. J.

ROUTE PLEASE:

1. Nat rw
2. Don —
3. Bud —
4. —



CONFIDENTIAL

Head injury
↓

psychological shock
↓

brain psychological response
↓

mild abnormality in
neurotransmitter chemical kinetics
↓

fast conversion of apomorphine
↓

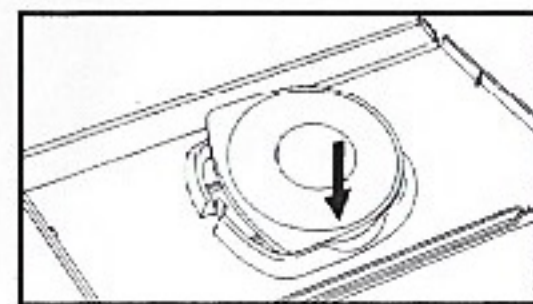
obsessive compulsive symptoms
↓

obsessive compulsive symptoms
↓

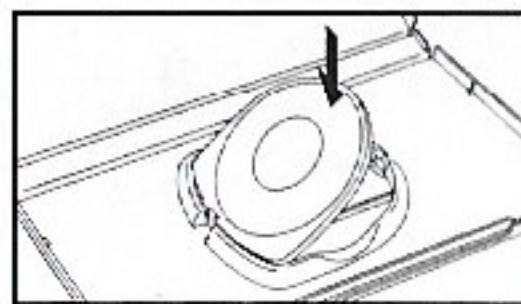


PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit <http://www.pegi.info>

ULES-00756

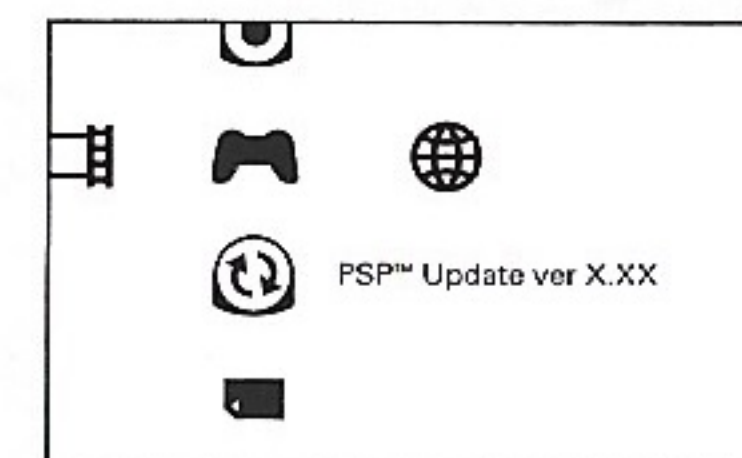
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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP®Game.
- Do not cancel the update before completion as this may cause damage to the PSP® system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: yourpsp.com

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE
EST. 1932

Internal Memo
High Security Ward
URGENT

From: Dr. Whyte
To: Dr. Pickman
Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records relating to these patients are destroyed. We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of 'The Project'. Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenic disorders.

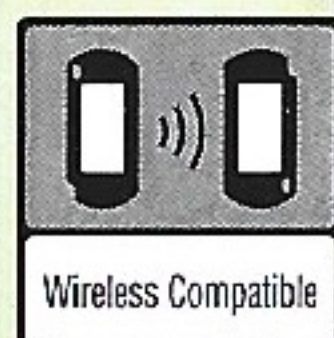
I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.
We HAVE to track them down.

Dr. Whyte

Dr. Whyte

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.



Game Sharing

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® game in their PSP® system.



Wireless Compatible

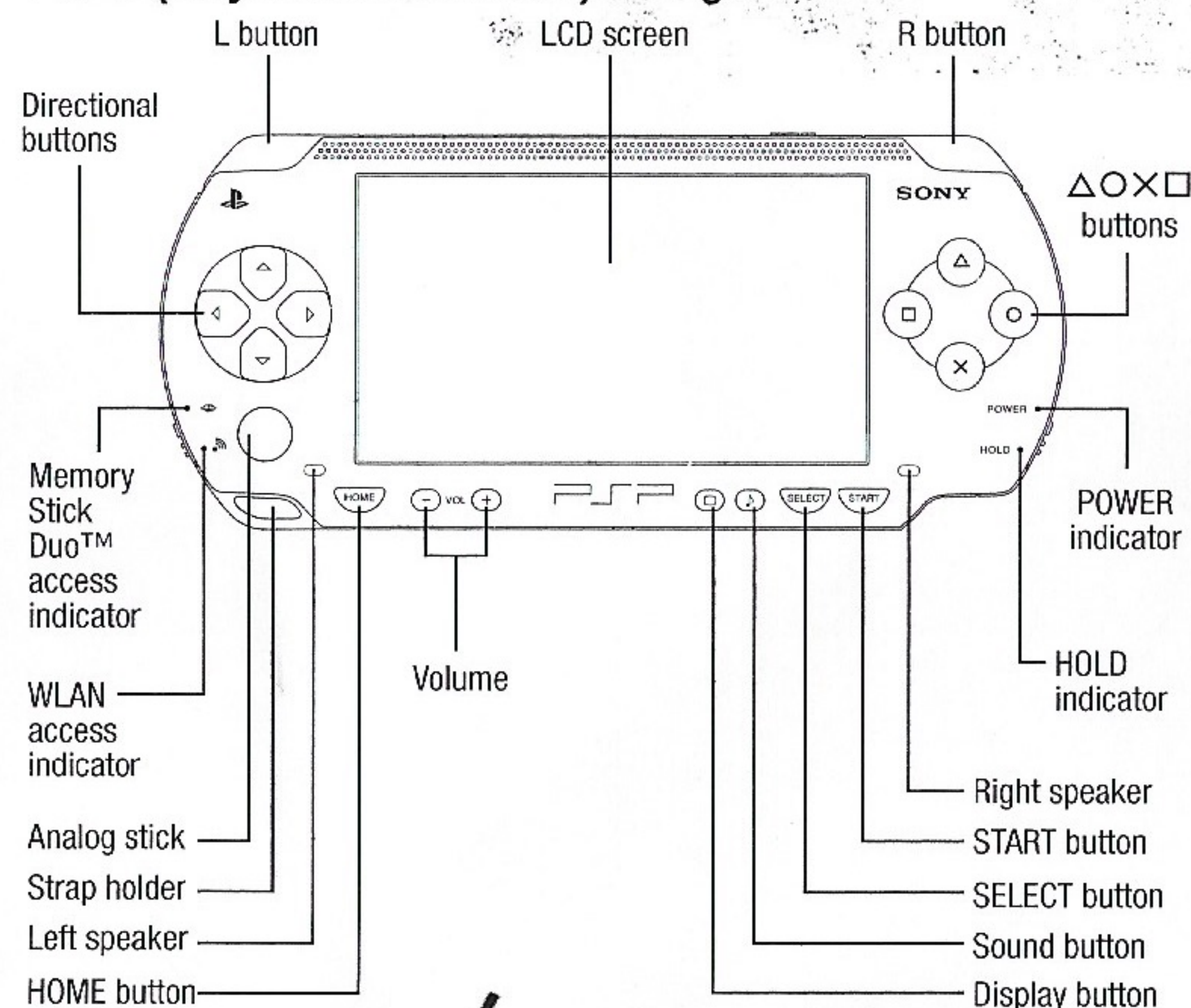
INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

29 MAY 2006 ROCKSTAR GAMES 19780201 P8

STARTING UP

PSP® (PlayStation®Portable) configuration



CONTROL MODE A

- × button Run
□ button Execute/Attack (hold for heavy attack)/Shoot/Throw lure/Walltap
Δ button Block/Attach to wall or obstacle/Zoom in
○ button Pick up body/Drop body/Use/Crawl/Climb/Zoom out
Δ button + ○ button Look back
analog stick Move/Look in First person view/Aim in free aim mode
L button Strafe left
R button Strafe right
L button + R button Target Enemy/Aim lure/Use scope/Aim round corner
← Peer left/Cycle target
→ Peer right/Cycle target
↑ First person view/Free aim (if gun equipped)
↓ Reload/Toggle flashlight on and off/Swap weapon
analog stick down + Δ button 180 turn
SELECT button Inventory - use in conjunction with directional buttons
START button Pause/Options

CONTROL MODE B

- × button Run
□ button Execute/Attack (hold for heavy attack)/Shoot/Throw lure/Walltap
Δ button Block/Attach to wall or obstacle/Zoom in
○ button Pick up body/Drop body/Use/Crawl/Climb/Zoom out
analog stick Move/Look in First person view/Aim in free aim mode
L button Target Enemy/Aim lure/Use scope/Aim round corner
R button Strafe modifier
Δ button + ○ button Look back
← Peer left/Cycle target
→ Peer right/Cycle target
↑ First person view/Free aim (if gun equipped)
↓ Reload/Toggle flashlight on and off/Swap weapon
analog stick down + Δ button 180 turn
SELECT button Inventory - use in conjunction with directional buttons
START button Pause/Options

Please ensure you have enough free space to save game data before commencing play. Select your preferred language from your system's Home Menu.

manhunt 2
PATIENT: LAMB, DANIEL
MALE DOB: 05/29/68
PREJUD

Daniel Lamb
114 Bay View West
San Fierro, SA 94705
(510) 612-6736

OBJECTIVE

A mid-level research position in defensive biological weapons development

SKILLS

Proficient in LC/MS, GC/MS, IR, NMR, LC-NMR, protein purification, HPLC

EMPLOYMENT HISTORY

1989-Present McKenzie Druchner, Inc.
Research Associate in Biotoxins Division
1986-1989 Green and Becker Pharmaceuticals, Inc.
Lab technician

EDUCATION

B.S., Biochemistry-
UNIVERSITY OF SAN FIERRO, SAN ANDREAS, 1985

RELATED COURSEWORK

Molecular Biology,
Virology, Neurology,
Cognitive development



Daniel Lamb

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therapy and regression hypnosis, the second phase of the experiment. Several identified which could be exploited



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DIXMOR HOSPITAL FOR THE CRIMINALLY INSANE Est. 1932

Behavioral patterns suggesting suitability of experimental candidates

- Observation Point 1 (Spanky's)
- The successful candidate must show a propensity for violence beyond that of an episodic dyscontrol or intermittent explosive disorder sufferer.
- A subject's choice of implement can give deep insight into their potential usefulness to The Project. A psychopathic lead to grievous trauma to the victim. A wide range of tools is made available to all potential subjects. Flag any subjects who choose the circular saw or the scythe for further monitoring.
- Does the subject make use of the ambient structures in the room? The types we are looking for seem to exhibit more imagination in the dispatch of their victims. The Dentist Chair Cell is ideal for this test - the potential for creative methods of termination are high in that room.
- How does the subject's mental state change over the course of the observation? Excitement at the opportunity we present them with seems common to all types, but the successful candidates will exhibit no sense of remorse after they have finished with their victim, and should even go so far as to show signs of anticipation and sustained excitement. Contrast this with unsuccessful subjects, who are likely to either express regret explicitly or seek some sort of information about the victim, which can be viewed as an implicit internalized expression of regret.

Memo

manhunt 2

PATIENT: KASPER, LEO
MALE DOB: 10/10/1978

PREJUD

58

MED
1002

SOLUTION:
DISCOLORATION
WELTS

HAMMER
TRAUMA
TO MOUTH
(DENTAL REGION)

SKIN GRAFT

SOLUTION:
DISCOLORATION
WELTS

LEFT KIDNEY

SKIN GRAFT
SOURCE

FINGERS
AMPUTATED



Leo Kasper

192 LBS.

REPORT OF CONSULTATION Opinion and Recommendation:

Predator subjects with the test apparatus reported a 83% success rate in detecting the prey by the sound of his breathing. Predator subjects without test apparatus reported a 17% success rate at detection. Clearly the prey subject's breathing can be heard even without the apparatus to some extent.

Further Action:

Significant difference between the 2 test groups were found - proceed with further testing of ASS19.

Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subject's is in close proximity (match the buttons that may appear on screen as an enemy peers into your safe zone). If he was successful at holding his breath, would the predators with test apparatus be able to hear his heartbeat?

CHART COPY

44-171-

a re-written report

fax in Burger

From: Dr. Whyte (Dixmor)
Sent: Monday, May 14 6:56 PM
To: Dr. Pickman (Dixmor)
Subject: (no subject)

As per your request, an approximate schedule of events during the night of the Pickman Bridge mall test case #412567:

7:54pm Fisto Sugar Manufactory Depot
- Blackwell Island

Dr. Michael Grant was set up as decoy in am Island chosen for remoteness, and along route fishing trip with Grant and subject. Ambush on subject. Dr. Grant subsequently murdered by s

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

Mr. Stanley Grex, the main source of funding for Pickman Bridge research, is assassinated in plain sight in middle of the plaza. Subject identified as assassin. Perimeter set up to allow no escape.

Subject escaped. More Project casualties.

10:58pm Storage Facility C

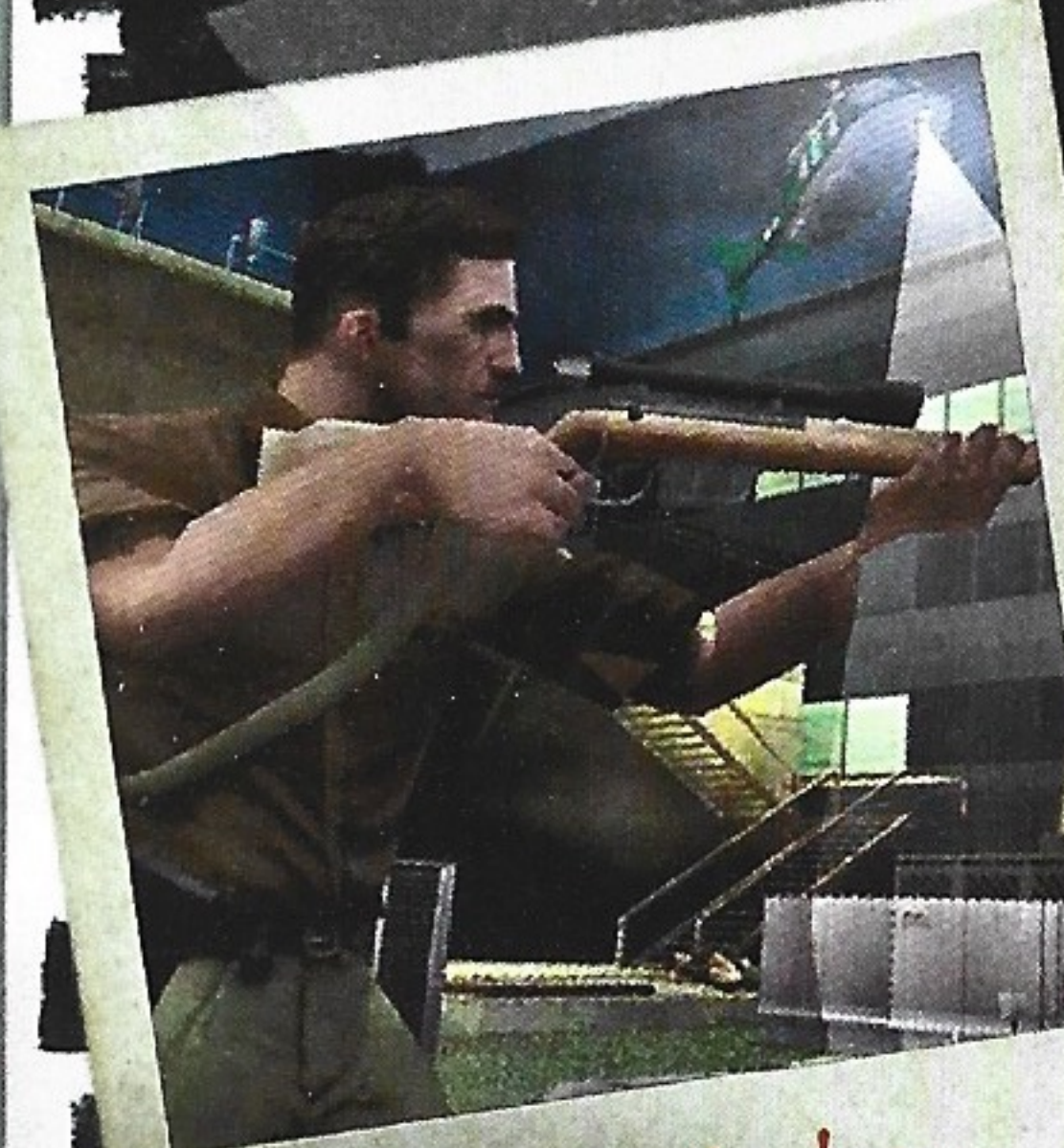
Subject infiltrates covert Project storage facility adjacent to Watkins Trainyard. Watchdogs dispatched to retrieve subject. All hard files and discs pertaining to history of subject and data on Pickman Bridge destroyed in arson.

Subject escaped. Watchdog casualties.

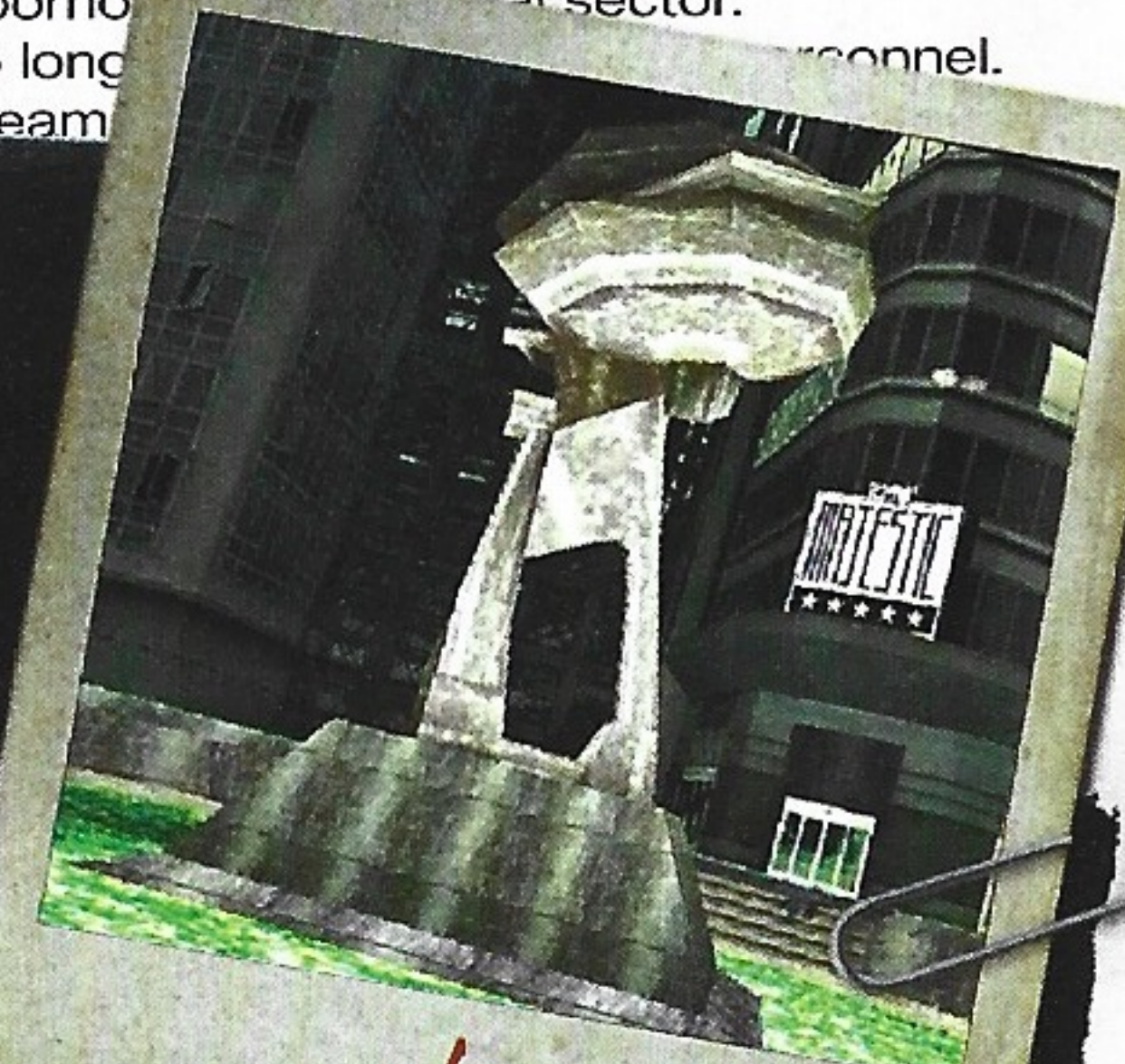
12:51am - Wooddale Community Enclave

Subject tracked to suburban neighborhood. Situation integrity compromised - no longer safe. Local law enforcement and SWAT team enters home of

I cannot stress enough the importance of the subject's rehabilitation. If you want to be sure of how this happened, he must be treated as a psychiatric patient, not dissected as a lab animal. We must take responsibility for what we have created.
-W



sugar factory



plaza

BEGIN VIDEO ANNOTATION

FIELD TEST

Specific sexual acts were prepared for each subject depending on the information gathered in phase 1. Common sexual acts that scored highly across all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where live sex acts would be impractical.

The highest scoring were acts of bestiality where an animal takes an active role, pederasty involving a deformed older erastes and pre-pubescent eromenos, and coprophilia of any kind. These 3 acts caused the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and emesis during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused emesis in playback occurred almost instantaneously in the majority of subjects.

Phase 3 - Correction

After the successful re-conditioning during phase 2, subjects had all exhibited significant progress. Solid associations had been made in all subjects between the onset of sexual acts and inhibitory responses from the prefrontal lobes. The final stage of the experiment was to test the subjects' ability to find sexually

THE TEMPEST

MIRANDA

You have often
Begun to tell me what I am, but stopp'd
And left me to a bootless inquisition,
Concluding 'Stay: not yet.'

PROSPERO

The hour's now come;
The very minute bids thee ope thine ear;
Obey and be attentive. Canst thou remember
A time before we came unto this cell?
I do not think thou canst, for then thou wast not
Out three years old.

MIRANDA

Certainly, sir, I can.

PROSPERO

By what? by any other house or person?
Of any thing the image tell me that
Hath kept with thy remembrance.

MIRANDA

'Tis far off
And rather like a dream than an assurance
That my remembrance warrants. Had I not
Four or five women once that tended me?

PROSPERO

Thou hadst, and more, Miranda. But how is it
That this lives in thy mind? What seest thou else
In the dark backward and abysm of time?
If thou remember'st aught ere thou camest here,
How thou camest here thou mayst.

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Rockstar London

Producer	Mark Washbrook
Lead Programmer	Thomas Bussen
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Nik Hemmings, Brian Hendricks, George Karvelishvili, Chris Kruger, Stuart Roskell, Matt Sheeran
Additional Programming	Mark Atkinson, Benjamin Hathaway, Andreas Varga
Lead Artist	Ligh Malpas
Artists	Luis Antonio, Tze Lim, Julia Wren
Technical Artist	Mark Harrison - Ball
Additional Art	Mike Green
Lead Animation	Mark Tennant
Animation	CJ Markham
Lead Designer	Charlie Bewsher
Designers	Steve Bristow, Giles Hitchcock, Josh Needleman, Tom Rigby, Gavin Skinner
Additional Design	Kirk Boornazian, Athila Malarik, Peter Saghegyi
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire

Rockstar Toronto

Studio President	Kevin Heare
Creative Director	Greg Bick
Producer	Rob Nelson
Lead Programmers	Oscar Valen, Frank Kozuh
Programmers	Alan Van Anden, Frank Chen, Geoff Herbyszuk, Karim Hemraj, Grant Kim, Andy Kwiatkowski, Terry Libenta, Matthew Puthampadavi, Nick Snell, Steven Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scripter	Matt West
Gameplay Scripters	Reginald Woods, David Yang
Lead Artists	Chris Babic, Kevin Freitas, Paul MacPherson
Artists	Pete Armstrong, Danny Borges, Denis Cawson, Raymond Dela Cruz, Daniel Ebanks, Matt Kazan, Yun Kyung Suh, Luke Shelswell
Lead Animator	Abraham Ahmed
Animators	Rob Elsworth, John Kim, David Saguit
Audio Design	Steve 'Knuckles' Domohar
QA Manager	Arthur Chiang
QA	Chris Conway
Production Assistant	Norm 'Tubbs' Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccano
Support	Matthew Flewelling, Mark Halata, Lisa Olson

Rockstar North

Producer	Leslie Benzies
Associate Producer	William Mills
Designer	Christian Cantamessa
Character concept	Alan Davidson
Animators	Gus Braid, Mike Jones
Music by	Craig Conner

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Cast List

Daniel Lamb	Holmes Slocum
Leo Kasper	Holter Graham
Dr. Whyte	Linda Orth Pallavicini
Dr. Pickman	Richmond Hoxie
Judy Sender	Jordan Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schrober, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Heffernan, Ted Koch, Matt Walton
The Peris	Marco Bovicelli, Ezra Knight, Dennis Oshemai, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Biberi, Kari Burg
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, CJ Ganser, Erik Jensen, T. Ryder Smith, James Urbaniak, Tom Wopat
The Legion	Geoffrey Arend, Brian Avers, Danny Burstein, Jeffrey Hawkins, Charles Parnell, Reg Rogers
Form Adon	Luis 'Stallion' Antonio
Passes of the Project	Dan Ahearn, Mike Arkin, Jim Burke, Victoria Broderick, Jay Capozello, Barry Carl, Francesca Clemens, Chris Cook, Devin Flores, Jeff Gurner, Walter Houser, Gregory Johnson, Duke Jordan-Edge, Ilyana Kadushin, Charles Loftin, Anthony Macbain, Anthony Mangano, Andrew McInnis, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Stratton, Phoebe Strode, John Termez, Dan Van Zant, Oliver Vagner, Robert Verlaque, Natalya Wilson, Michael Zuccano, John Zurhellen
Motion Capture Talent	Larry Ballard, Kurt Baucio, Charissa Chamorro, Devin Flores, Holter Graham, Lynne Horton, Laura Imwinkel, Nicole Orth, Pallavicini, Phoebe Strode, Holmes Slocum, Robert Stanton, Andrew Wheeler
Stunt Coordinator	Manny Siverio
Stunt Performers	Shay Diaz, Chazz Hernandez, Declan Mulvey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	Image Metrics PLC
Weaponry	Weapons Specialists, Ltd.
Casting	Donna Desda Casting, Telszy + Company
Motion Capture Studio	Perspective Studios
Motion Capture Director	Morgan J. Freeman
Voiceover Directors	Rod Edge, William Devizia, Morgan J. Freeman, Lazlow
Lead Cutsce Animators	Momdo Ghulam
Cutsce Animators	Dermot Bailie, Felipe Busquets, Peter Saumun
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Brewster, Christam Canhamessa, John Zurhellen

Rockstar Lincoln

Manager	Mark Lloyd
Deputy Manager	Tim Bates
Lead Testers	Phil Alexander, Kit Brown, Jon Ealam
Secondary Leads	Mike Emery, Dan Goddard, Will Riggall
Test Team	Steve Bell, Mike Bennett, Mike Blackburn, Pat Brroughton, Nathan Buchanan, Jim Cree, Phil Deane, Rob Dunkin, Dave Fahy, Eddie Gibson, Tom Gilhus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnom, Andre Mawston, Andy Mason, Steve McCagh, Craig Reeve, Sergio Russo, Jonathan Stokes, Jason Trindall, Andy Webster, Carl Young

CLINICAL RECORD CARD

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

EMPLOYEE

Localization of Supervisor
Localization Test Team

Chris Welsh

Chris Bengner, Carola Berens, Domhnall Campbell, Luca Castiglioni, Paolo Ceccoli, Gianpiero Ferraro, Francois - Xavier Fouchet, Dominic Gancia, Michele Kribel, Naomi Long, Gabriel Biezobas Mauraza, Katja Muller, Dennis Reimuller, Jesus Perez Rosales, Tomas - David Sallares, Breogan Zazpe Tejedon

Rockstar NYC

Executive Producer	Sam Houser
VP of Creative	Dan Houser
Art Director	Alex Horton
Visualization Director	Steven Olds
VP of Product Development	Jerónimo Barrera
Producers	Noel McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rockstar Test Team	Brian Heczar, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Flizach, Mike Hong, Rich Huie, Chris Mansfield, Mike Nathan, Gene Overton, Brian Planer, Christopher Plummer, Marc Rodriguez, William Romp, Devin Smither, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Heles
Business Development Director	Sean Macaluso
Additional Motion Graphics	Maryam Parwana
Production Team	Peter Allen, Anthony Carvalho, Jaxson Cebere, Francesca Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Liffon, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santacrose, Eli Weissman, Tom Young, John Zurhellen
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